USMC

SHOOTING TEAM

PIT PROCEDURES,
SCORING AND ALIBIS

OVERVIEW

- Marking the target
- Disking
- Scoring in the pits
- Scorekeeping on the line
- Alibis

MARKING THE TARGET

- Pull the target.
- Determine the value.
- Place the spotter and value disk on target.
- Paste the old shot hole.
- Raise the target.

SLOW FIRE

- 200 yards – three-inch spotter
- 500 yards – five-inch spotter

A three-inch spotter may be used at 500 yards upon request of the competitor

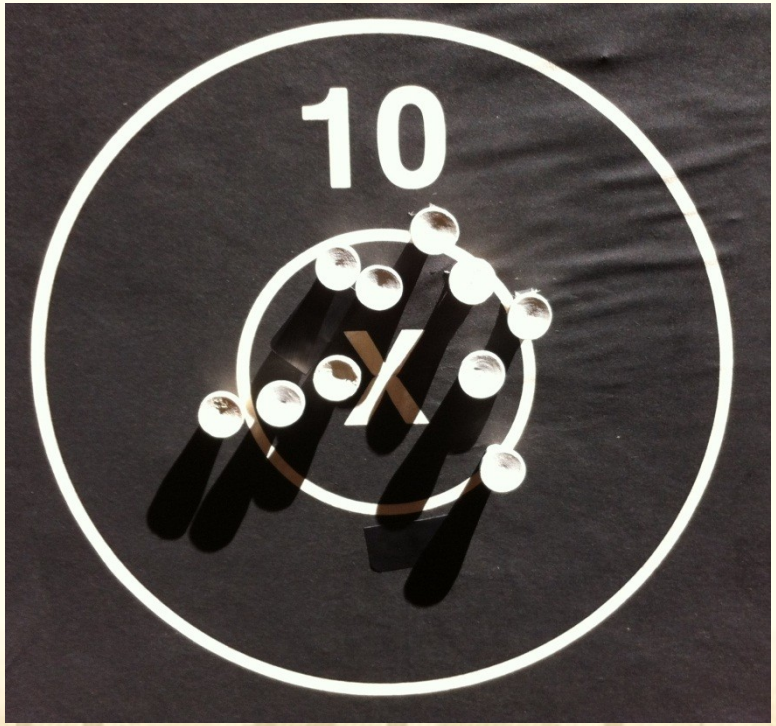
SLOW FIRE MARKING

- Targets come up on command “Targets up”, all targets will be ran up.
- The target is pulled down when a shot hole appears, or when told to do so by the pit officer.
- A spotter is placed in the shot hole and the value spotter is placed in the target, then the target is ran up.

SLOW FIRE

RAPID FIRE

- One-inch spotters or golf tees are used for both 200- and 300-yard line rapid fire stages.

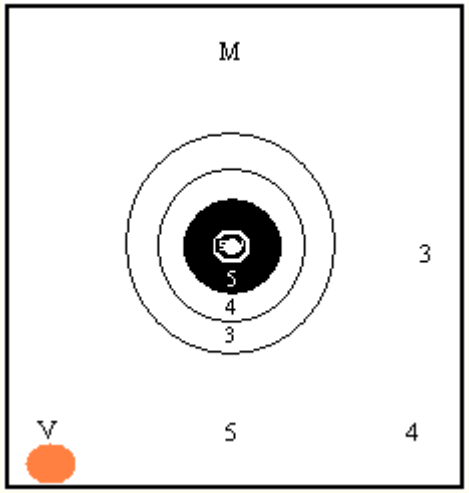


RAPID FIRE MARKING

- Targets will be raised and lowered simultaneously on command from the pits.
- After targets are pulled down, if there are excessive or insufficient hits, a match official is called.
- Do not put markers in the target until further instruction from the match official.

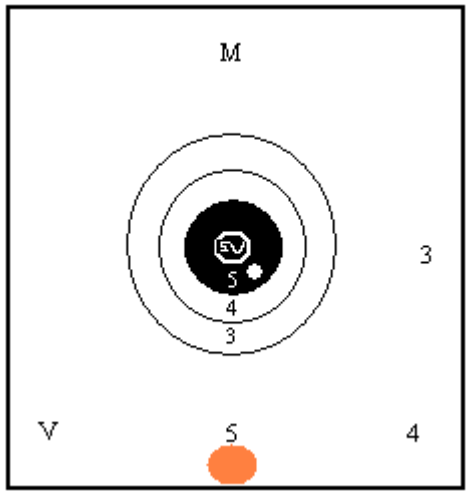
RAPID FIRE

DISKING A “V”



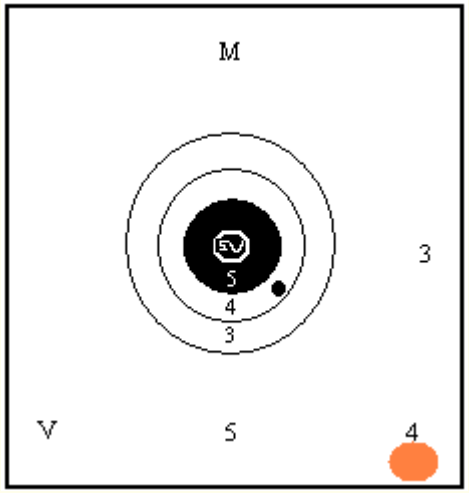
DISKING A “V”

DISKING A “5”



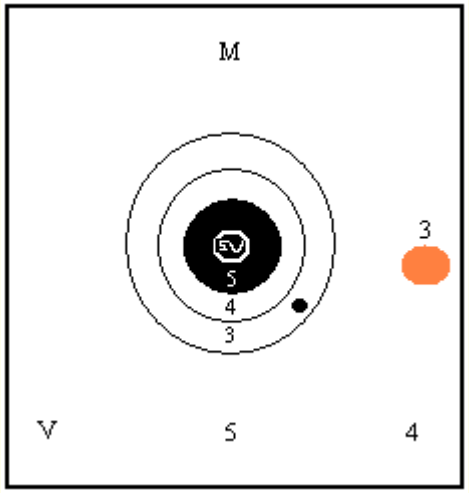
DISKING A “5”

DISKING A “4”



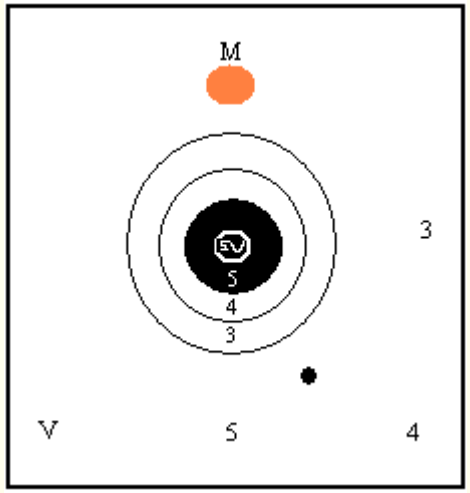
DISKING A “4”

DISKING A “3”



DISKING A “3”

DISKING A “MISS”



DISKING A “MISS”

RAPID FIRE SCORING

- Rapid fire strings are scored by writing the value of the shots on the provided scoreboard, placed on the upper left hand corner of the target.
- Targets will remain in pits until further commands come from center line or pit officer.

SCORING

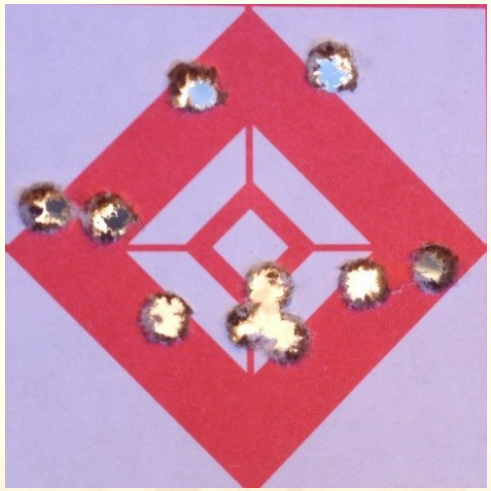
- Scoring is the process of determining the value of a hit on the target, and in pit operations, indicating that value to the scorer and shooter on the firing line.
- As a general rule, only those hits that are visible are scored.

VALUE OF VISIBLE HITS

- When the leading edge of a shot hole touches the outside edge of a scoring ring, that shot is given the higher value.

KEYHOLED SHOTS

- A shot hole that is elongated caused by two or more bullets passing through the same hole.

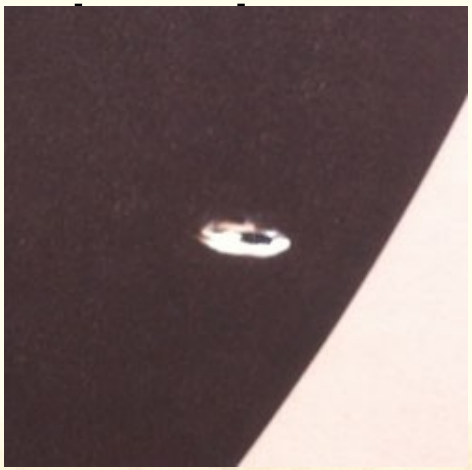


SCORING KEYHOLED SHOTS

- A key holed shot can usually be seen on the target; if shooter and scorekeeper agree on value, that value will be given.
- If an agreement cannot be made, a jury will decide the value.
- A new target will be put in and the match will continue.

TIPPED SHOTS

- A tipped shot is a slightly elongated shot hole which is caused by a bullet that started to wobble before going through the target.
- These are scored as normal shots unless they are a result of a
- All ricochets are scored as misses.



VALUE OF NONVISIBLE HITS

- When a group of three or more shots is so tight that it is possible for a shot to have passed through the enlarged hole without making a mark, the shooter is given the benefit of the doubt and is given the score.

VALUE OF NONVISIBLE HITS

- In rifle rapid fire, when only 9 shots of a 10-shot string are visible within the aiming black, and no other targets have excessive hits 2 targets to the left or right, a competitor may take the score or choose to refire.

MISSES

- Fire on wrong target
- Shots outside the scoring ring
- Saved rounds
- Shots that ricochet
- Shots fired out of sequence
- Early or late shots

SLOW FIRE RIFLE

- If there is more than one shot on target after a shooter has just fired, that shooter will receive the highest value of the two shots, both shots will be spotted and ran up.

- When a target is marked and the competitor on that target did not shoot, the scorer will disregard that shot.

RAPID FIRE RIFLE

- Count all shot holes before placing spotters in the target.

- If there are more or less than 10 shots on target, a pit block official should be called and further instruction will be given.

RECORD MATCH SCORING

Rifle scoring:

- Scores will be written down during each string.
- Slow fire: Scores may be called out -- Sgt X, your first shot for record is a _____
- Rapid fire: Four V's, four 5's, and two 4's. The scorer will transfer the score from the scoreboard to the scorecard.

SCORECARD CORRECTIONS

- Scorers do not make erasures, corrections, or changes to scorecards.

- Block officials are the only ones to make changes to scorecards.

COMPETITOR ALIBIS

- Disabled weapon
- Defective cartridge
- Weapon malfunction
- Not ready to fire

RANGE ALIBIS

- Interference in shooting
- Disengagement of or damage to targets during firing
- Slow or withdrawn targets

WITHDRAWN TARGET

- Slow Fire:
  - Competitor will rate another shot or additional time will be given to compensate for lost time.
- Rapid Fire:
  - If targets are pulled early for any reason the range will rate a range alibi and the entire range will refire.

QUESTIONS

SUMMARY

- Marking the target
- Disking
- Scoring in the pits
- Scorekeeping on the line
- Alibis

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